

## UAL Level 3 Extended Diploma in Games, Animation and VFX

### Why choose this course?

The Level 3 Diploma in Games, Animation and VFX Skills bridges the gap between the needs of the UK's rapidly growing Visual Effects and Games industries, and the skills taught to creative students before they go to university. The diploma will provide a level 3 qualification, which is equivalent to three A Levels. Over two years, students will build portfolios relevant to industry needs and as preparation for either working in these sectors or as a progression to higher education or higher apprenticeships.

### What will I learn?

The qualification structure has been designed on the principle of a 2 year full time Diploma (1080 hours) that covers all of these elements; the fundamentals, industry working practice and technical learning about each and all of the games, animation and VFX industries. Students will be able to, because of the content style of delivery and the assessment methodology that underpins this qualification; choose between a number of possible progression routes into the sector or HE. The inclusion of research, presentation, essay writing and exams as assessment tools will ensure that a student progressing to degree level courses will be well served with the acquisition of study skills that will support them to be able to cope with the independent learning that will be required of them at any Higher Education Institute

**Unit 1 & Unit 2** - This will provide you with an introduction to a range of processes and skills used in creative game design sector and to the characteristics and methods of communication and research techniques associated with the theoretical backdrop to games creation.

**Unit 3 & Unit 5** - Will provide you with an introduction to the diversity of roles, responsibilities, employment and progression opportunities available within the sector. It will also develop your understanding of the games, animation and VFX industry, how it works and the personal and professional characteristics needed for a career in creative media production. It will also provide you with an introduction to the investigation of both historical and contemporary context. Through a thematic approach to the subject you will research a broad range of perspectives that influence the development of ideas within creative media production.

**Unit 4 & Unit 7** - You will understand how to design, develop, test and debug computer programs, understand different programming paradigms, understand how to read input from the user and output a result, be able to use control statements to design algorithms, be able to use different types of variables to design data structures and be able to write readable and maintainable code.

**Unit 6** - This unit will allow you to develop a significant range of technical, creative, visual skills and workflows associated with cutting edge contemporary game design, animation and VFX. You will skills from the fundamentals of visual art and art theory, life drawing and concept art right through to complex 3D modelling, VFX compositing and character animation. Aimed at allowing you to create as much visual content through a range of industry standard software packages, this unit forms the back bone of the games diploma at Penwith.

**Unit 8** - As the summative unit in the first year of the two year qualification, will provide you with a measure of self-directed learning in the completion of a substantial Creative Production or Games Project. It will require you to make use of the skills, knowledge and understanding developed in all previous units to complete a creative media production project. It will provide you with a measure of self-directed learning, and an opportunity to begin to clarify your longer-term goals through their choice of an activity to explore in greater depth.

**Unit 9 & Unit 12** - This will allow you to expand your knowledge of a particular skill set or workflow and apply it to a focused project. This unit will also require students to research and critically examine the influence of historical and contemporary contexts on their own practice. The unit will enable the student to demonstrate a greater depth of understanding of their discipline and place within it.

**Unit 10** - This unit will engage you into the importance of working to a client or audiences' expectations and requirements. The creative industries are built upon the relationship and communication of idea and visual outcome. You will be able to explore creating live briefs with clients or audience types to create relevant and effective content, working to the constraints this sort of work provides.

**Unit 11** - Through a process of research, dialogue, reflection and evaluation, students are required to identify and prepare for specific Higher Education or employment progression routes appropriate to their ambitions. The unit will give students the opportunity to explore aspects of business, entrepreneurship and marketing and enable the student to demonstrate the requisite practical, intellectual and communication skills necessary for progression.

**Unit 13** - Provide an opportunity for students to engage in an extended activity related to their discipline of choice. The unit will enable students to take responsibility for their learning by responding positively to the greater opportunities for individual expression and creativity afforded, and to demonstrate their achievement through proposing and realising a project which integrates the skills, knowledge and understanding acquired throughout the course.

## Assessment Arrangements

Assessment is designed in a manner which encourages creativity and experimentation. You will complete a number of exciting and challenging projects throughout the course and will receive detailed feedback on your progress. We encourage learners to be as active in their assessment as possible and we think it is vitally important to recognise strengths and also areas for development.

What is unique about the UAL Extended Diploma is that your overall grade for the course is shaped from an end of year project in which you put all of the skills you have learned throughout the year into. This means that you can experiment and learn without worrying about your progression and can build towards producing some truly excellent work in your final project.

Interim assessment will take one of the following forms:

1. The large bulk of your work will be in the form of creative practical projects which will always require detailed planning and reflection on completed work.
2. You will also take part in either individual or group presentations, learning how to best present your ideas to a panel is a vital skill in the creative industries.
3. You will review your own performance in 1:1 sessions with your tutor. You will also complete more traditional, written work which demonstrates your ability to form arguments and present points of view

## Information & Support

You will be taught by passionate and well qualified staff who can offer you the most up to date knowledge and understanding on the course and expectations in industry. You will also be assigned a personal tutor who will look after all of your pastoral needs in your time at the College. We have a very strong work ethic and expect learners to work for a minimum of 10 hours per week outside of class time.

## What do I need?

The basic requirement is five GCSEs at grade 4 to include English Language or Literature at grade 5 and mathematics at grade 6 is preferred.

## Where will it take me?

The UAL Diploma has been specifically designed to offer you the bridge to Higher Education studies which universities and industry partners are looking for. You have the opportunity to progress onto many creative industry institutions.